DOCTOR WHO

STORY POINTS

ATTRIBUTES

- AWARENESS ○○○○○○○○○○
- COORDINATION ○○○○○○○○○○
- INGENUITY ○○○○○○○○○○
- PRESENCE ○○○○○○○○○○
- RESOLVE ○○○○○○○○○○
- STRENGTH ○○○○○○○○○○

SKILLS

- ATHLETICS
- CONVINCE
- CRAFT
- FIGHTING
- KNOWLEDGE
- MARKSMAN
- MEDICINE
- SCIENCE
- SUBTERFUGE
- SURVIVAL
- TECHNOLOGY
- TRANSPORT

BIODATA

NAME

DESCRIPTION

TRAITS

STUFF

TL

DOCTOR WHO

PLAYER NAME

CHARACTER NAME

EXTENDED ACTION SUMMARY

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2. ESTABLISH INTENT
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c) Doers – non-combat actions. Need to fix something,or do something, now's the time to act!

d) Fighters – combat actions go last.

Remember, actions directed at another character can be resisted as they occur.

4. DO IT ALL AGAIN
If the Conflict isn't resolved, go back to Step 2 and decide what everyone is going to do next.

BASIC RULE

ATTRIBUTE + SKILL (+TRAIT) + TWO SIX SIDED DICE = RESULT

(TRY TO MATCH OR BEAT THE DIFFICULTY OF THE TASK)

LEVELS OF SUCCESS

ROLL	RESULT	DID YOU SUCCEED?	DAMAGE
9+ ABOVE	Fantastic!	Yes AND good things happen.	x1.5
4-8 ABOVE	Good	Yes.	x1
0-3 ABOVE	Success	Yes, BUT it's not all good.	x1/2
1-3 BELOW	Failure	No, BUT it's not all bad.	x1/2
4-8 BELOW	Bad	No.	x1
9+ BELOW	Disastrous!	No AND bad things happen.	x1.5

USING STORY POINTS

STORY USE	COST
***"You know how I sometimes have really brilliant ideas? Sorry..."*:** The Gamemaster gives you a subtle clue or some event occurs that nudges you in the right direction.	1 SP
***"Hold on tight. This is going to be a tricky one!"*:** Buy extra dice to add to your roll before you make it. The first SP spent earns 2 extra dice, each addtional SP after that earns a single die.	1+ SP
***"No TARDIS, no screwdriver and 2 minutes to spare..."*:** Bump your Level of Success or Failure up by one for each SP spent. Levels of Failure can only be bumped to an ordinary Success.	1 / Level
***"Healthy recovery in next to no time..."*:** Restore half (round up) of your Attribute levels that have been lost due to injury or losing a Conflict.	1
***"Is that how it works, Doctor?"*:** After being instructed, use a skill you don't have for a single scene, using the Skill rating of the person who instructs you, ignoring unskilled penalties, and adding your own attribute rating. You may not score higher than a Success on this roll.	1
***"Do you know what this phone is full of?"*:** Build a Gadget or use an existing Gadget's Story Points to use it in non-standard ways.	Variable
***"I could do with a ridiculous miracle..."*:** Make a minor change to the plot or story for your temporary advantage. Gamemaster approval required.	5+
***"You need to start trusting me..."*:** Donate some of your Story Points to another character in some manner from a dramatic and rousing speech, to a word of encouragement or even a kiss.	Variable
***"I have a Thing. It's like a plan, but with more greyness..."*:** Do the impossible, like create a beneficial paradox, bring someone back to life or reboot the universe. Gamemaster approval required.	9+

DOCTOR WHO

STORY POINTS 8

ATTRIBUTES

4	AWARENESS	○○○○
5	COORDINATION	○○○○○
9	INGENUITY	○○○○○○○○○
4	PRESENCE	○○○○
5	RESOLVE	○○○○○
3	STRENGTH	○○○

SKILLS

4	ATHLETICS	3	MEDICINE
4	CONVINCE	5	SCIENCE
2	CRAFT	3	SUBTERFUGE
2	FIGHTING	3	SURVIVAL
6	KNOWLEDGE	5	TECHNOLOGY
2	MARKSMAN	4	TRANSPORT

TRAITS

Boffin, Brave, Charming, Feel the Turn of the Universe, Friends (Major: UNIT, River Song), Indomitable, Keen senses (Major), Photographic Memory, Quick Reflexes, Psychic, Run For Your Life!, Technically Adept, Time Lord, Experienced Time Lord x10, Time Traveller (All), Vortex

Adversary (Major: Too Many To List), Code of Conduct, Distinctive, Eccentric, Impulsive, Insatiable Curiosity, Obsession (See amazing places)

STUFF

Sonic Screwdriver

Psychic Paper

Remodelled TARDIS

TL 10

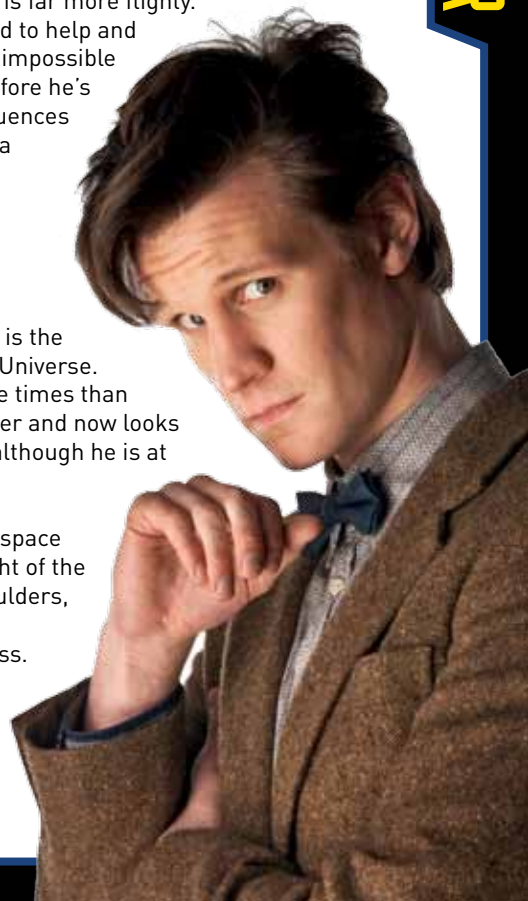
THE DOCTOR

PERSONAL GOAL

To explore, to discover, to see amazing places and to hold back the darkness.

PERSONALITY

The 11th incarnation of the Doctor is part mad-scientist and part schoolboy, with the mind of a genius wrapped in the body of a nerdy university undergraduate. He is gloriously mad-cap and very rarely looks before he leaps, preferring to make his plans up on the fly and jumping into the abyss beyond. Although he is not prone to fits of melancholy like his previous self, he is far more flighty. He's always prepared to help and solve even the most impossible of problems even before he's realised the consequences of his actions. He is a madman with a box.



BACKGROUND

The last of the Time Lords of the planet Gallifrey, the Doctor is the last guardian of the Universe. He has saved it more times than he cares to remember and now looks younger than ever, although he is at least 907 years old.

He travels time and space taking the very weight of the Universe on his shoulders, standing against the encroaching darkness. always ready to bring the green light of his sonic screwdriver to bear.

DOCTOR WHO

PLAYER NAME

CHARACTER NAME

THE DOCTOR

EXTENDED ACTION SUMMARY

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c) Doers – non-combat actions. Need to fix something,or do something, now's the time to act!

d) Fighters – combat actions go last.

Remember, actions directed at another character can be resisted as they occur.

4. DO IT ALL AGAIN
If the Conflict isn't resolved, go back to Step 2 and decide what everyone is going to do next.

BASIC RULE

ATTRIBUTE + SKILL (+TRAIT) + TWO SIX SIDED DICE = RESULT

(TRY TO MATCH OR BEAT THE DIFFICULTY OF THE TASK)

LEVELS OF SUCCESS

ROLL	RESULT	DID YOU SUCCEED?	DAMAGE
9+ ABOVE	Fantastic!	Yes AND good things happen.	x1.5
4-8 ABOVE	Good	Yes.	x1
0-3 ABOVE	Success	Yes, BUT it's not all good.	x1/2
1-3 BELOW	Failure	No, BUT it's not all bad.	x1/2
4-8 BELOW	Bad	No.	x1
9+ BELOW	Disastrous!	No AND bad things happen.	x1.5

USING STORY POINTS

STORY USE	COST
***"You know how I sometimes have really brilliant ideas? Sorry..."*:** The Gamemaster gives you a subtle clue or some event occurs that nudges you in the right direction.	1 SP
***"Hold on tight. This is going to be a tricky one!"*:** Buy extra dice to add to your roll before you make it. The first SP spent earns 2 extra dice, each addtional SP after that earns a single die.	1+ SP
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***"I have a Thing. It's like a plan, but with more greyness..."*:** Do the impossible, like create a beneficial paradox, bring someone back to life or reboot the universe. Gamemaster approval required.	9+

DOCTOR WHO

STORY POINTS 12

ATTRIBUTES

3	AWARENESS	○○○
3	COORDINATION	○○○
3	INGENUITY	○○○
4	PRESENCE	○○○○
4	RESOLVE	○○○○
2	STRENGTH	○○

SKILLS

1	ATHLETICS	0	MEDICINE
3	CONVINCE	0	SCIENCE
2	CRAFT	2	SUBTERFUGE
0	FIGHTING	0	SURVIVAL
0	KNOWLEDGE	1	TECHNOLOGY
1	MARKSMAN	1	TRANSPORT

TRAITS

Attractive, Brave, Empathic, Indomitable,

Run For Your Life!

Argumentative, Distinctive, Impulsive,

Insatiable Curiosity

STUFF

Mobile Phone

Handcuffs

Police Uniform

TL 5

AMY POND

PERSONAL GOAL

To travel with the Doctor, to explore, to have fun.

PERSONALITY

Amy (Amelia) Pond is a spitfire of a woman. Her bright and vibrant personality shines through regardless of the gloom and darkness around her.

She is headstrong with a thirst for adventure, a quirky nature and a sharp tongue. She's very possessive of the Doctor and Rory, whom she thinks of as 'her boys.'

BACKGROUND

Amy lived with her aunt in the village of Leadworth. Troubled by a mysterious crack in the wall, she prayed to Santa or a police man to come and help. She got a strange, raggedy madman with a box, instead. A man who claimed he could travel in time and space.

Four psychiatrists and 12 years later, he burst back into her life and dragged her into a whirlwind adventure against strange aliens. He saved the world with a laptop, a mobile phone and 20 minutes to spare, and promptly disappeared again.

Two years later, on the eve of her wedding, he appeared once more and whisked her off into time and space. She hasn't looked back since...

DOCTOR WHO

PLAYER NAME

CHARACTER NAME

AMY POND

EXTENDED ACTION SUMMARY

1. ESTABLISH THE SCENE
Where is everyone and what is the environment like?

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What is everyone (including the NPCs) planning to do?

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Everyone gets their Action (including the NPCs), in order of what they're planning on doing:

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d) Fighters – combat actions go last.

Remember, actions directed at another character can be resisted as they occur.

4. DO IT ALL AGAIN
If the Conflict isn't resolved, go back to Step 2 and decide what everyone is going to do next.

BASIC RULE

ATTRIBUTE + SKILL (+TRAIT) + TWO SIX SIDED DICE = RESULT

(TRY TO MATCH OR BEAT THE DIFFICULTY OF THE TASK)

LEVELS OF SUCCESS

ROLL	RESULT	DID YOU SUCCEED?	DAMAGE
9+ ABOVE	Fantastic!	Yes AND good things happen.	x1.5
4-8 ABOVE	Good	Yes.	x1
0-3 ABOVE	Success	Yes, BUT it's not all good.	x1/2
1-3 BELOW	Failure	No, BUT it's not all bad.	x1/2
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9+ BELOW	Disastrous!	No AND bad things happen.	x1.5

USING STORY POINTS

STORY USE	COST
***"You know how I sometimes have really brilliant ideas? Sorry..."*:** The Gamemaster gives you a subtle clue or some event occurs that nudges you in the right direction.	1 SP
***"Hold on tight. This is going to be a tricky one!"*:** Buy extra dice to add to your roll before you make it. The first SP spent earns 2 extra dice, each addtional SP after that earns a single die.	1+ SP
***"No TARDIS, no screwdriver and 2 minutes to spare..."*:** Bump your Level of Success or Failure up by one for each SP spent. Levels of Failure can only be bumped to an ordinary Success.	1 / Level
***"Healthy recovery in next to no time..."*:** Restore half (round up) of your Attribute levels that have been lost due to injury or losing a Conflict.	1
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***"You need to start trusting me..."*:** Donate some of your Story Points to another character in some manner from a dramatic and rousing speech, to a word of encouragement or even a kiss.	Variable
***"I have a Thing. It's like a plan, but with more greyness..."*:** Do the impossible, like create a beneficial paradox, bring someone back to life or reboot the universe. Gamemaster approval required.	9+

DOCTOR WHO

STORY POINTS 12

ATTRIBUTES

3	AWARENESS	○○○
3	COORDINATION	○○○
4	INGENUITY	○○○○
3	PRESENCE	○○○
4	RESOLVE	○○○○
3	STRENGTH	○○○

SKILLS

1	ATHLETICS	3	MEDICINE
3	CONVINCE	3	SCIENCE
2	CRAFT	2	SUBTERFUGE
2	FIGHTING	1	SURVIVAL
3	KNOWLEDGE	2	TECHNOLOGY
2	MARKSMAN	3	TRANSPORT

TRAITS

Brave, Face in the Crowd, Run for your Life

Code of Conduct, Unadventurous

STUFF

Mobile Phone

Pen

Notebook

TL 5

RORY WILLIAMS

PERSONAL GOAL

To keep Amy safe.

PERSONALITY

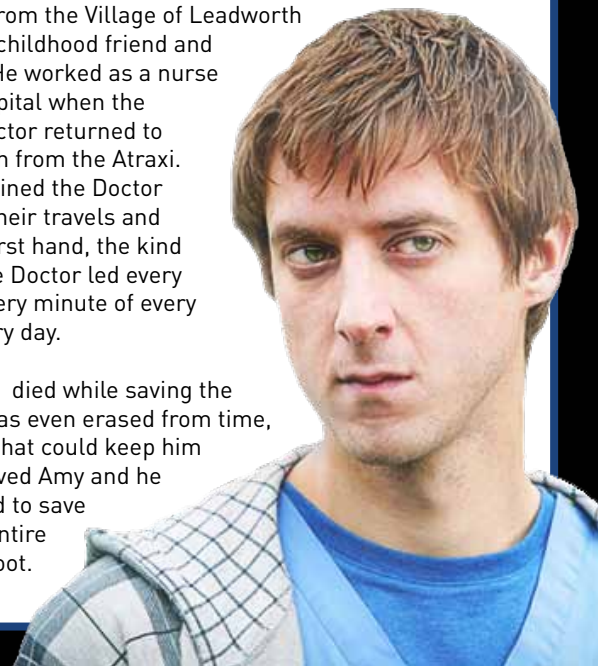
Rory is a pragmatic and friendly young man, but he isn't afraid of telling the Doctor exactly what he thinks, especially when it comes to Amy. Rory is deeply in love with Amy and would do anything to protect her. He has even laid down his life (numerous times) for her, and he once spent two millennia as an Auton duplicate in order to protect her resting place.

Rory is easy going and would prefer to leave the TARDIS behind and settle down with Amy in a quiet village somewhere. But until she is ready to leave, he will follow her across time and space, bravely helping her and the Doctor to save the day.

BACKGROUND

Rory comes from the Village of Leadworth and is Amy's childhood friend and sweetheart. He worked as a nurse in a local hospital when the 'Raggedy' Doctor returned to save the Earth from the Atraxi. Later, Rory joined the Doctor and Amy on their travels and discovered, first hand, the kind of life that the Doctor led every second, of every minute of every hour and every day.

He eventually died while saving the Doctor and was even erased from time, but not even that could keep him from his beloved Amy and he later returned to save her *and* the entire universe to boot.



DOCTOR WHO

PLAYER NAME

CHARACTER NAME

RORY WILLIAMS

EXTENDED ACTION SUMMARY

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Where is everyone and what is the environment like?

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BASIC RULE

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(TRY TO MATCH OR BEAT THE DIFFICULTY OF THE TASK)

LEVELS OF SUCCESS

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USING STORY POINTS

STORY USE	COST
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***"You need to start trusting me..."*:** Donate some of your Story Points to another character in some manner from a dramatic and rousing speech, to a word of encouragement or even a kiss.	Variable
***"I have a Thing. It's like a plan, but with more greyness..."*:** Do the impossible, like create a beneficial paradox, bring someone back to life or reboot the universe. Gamemaster approval required.	9+

DOCTOR WHO

STORY POINTS 6

ATTRIBUTES

4	AWARENESS	○○○○
4	COORDINATION	○○○○
6	INGENUITY	○○○○○○
4	PRESENCE	○○○○
5	RESOLVE	○○○○○
3	STRENGTH	○○○

SKILLS

2	ATHLETICS	2	MEDICINE
4	CONVINCE	5	SCIENCE
1	CRAFT	4	SUBTERFUGE
2	FIGHTING	3	SURVIVAL
5	KNOWLEDGE	5	TECHNOLOGY
4	MARKSMAN	2	TRANSPORT

TRAITS

Attractive, Brave, Keen Senses (sight), Run for your Life, Charming, Technically Adept, Time Traveller (All), Vortex (special)

Argumentative, Distinctive, Dark Secret, Insatiable Curiosity

STUFF

Blue Diary (Spoilers!)

51st Century Sonic Blaster (Dmg L)

Datapad

Hallucinogenic Lipstick

Note: *River can take a Vortex Manipulator (stolen of the wrist of a Time Agent) by reducing her Story Point total by a further 6. Alternately, she may take the Future Sonic Screwdriver instead, by reducing her Story Point total by 3.*

TL 8

RIVER SONG

PERSONAL GOAL

River's goals and motivations change depending on when in the Doctor's timeline she appears.

PERSONALITY

River Song is an amoral, cunning woman with quick wits and razor-sharp mind. She is almost the equal of the Doctor, who has a hard time accepting that fact. River knows more about the Doctor and his personal timeline than even he does, and she mercilessly teases him about this inequity of knowledge, hinting at greater things to come and then stopping short with a single sultry toned word:'spoilers!'. River Song is a woman of many secrets.

Later in her personal timeline, River displays a cold and callous hand for destruction when she or the Doctor are threatened, and, unlike him, she shows little compunction about taking lives, especially those of her enemies.

BACKGROUND

River Song is a woman of many secrets. Although she hints at being connected to him by marriage, all the Doctor really knows that she is a criminal, locked up in a facility known as the Stormcage for killing someone very important. River can fly the TARDIS perfectly, has knowledge of High Gallifreyan, and has seen the Pandorica open, yet she has many more secrets squirelled away away in her little blue notebook. Spoilers...!

DOCTOR WHO

PLAYER NAME

CHARACTER NAME

RIVER SONG

EXTENDED ACTION SUMMARY

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BASIC RULE

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(TRY TO MATCH OR BEAT THE DIFFICULTY OF THE TASK)

LEVELS OF SUCCESS

ROLL	RESULT	DID YOU SUCCEED?	DAMAGE
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USING STORY POINTS

STORY USE	COST
***"You know how I sometimes have really brilliant ideas? Sorry..."*:** The Gamemaster gives you a subtle clue or some event occurs that nudges you in the right direction.	1 SP
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***"You need to start trusting me..."*:** Donate some of your Story Points to another character in some manner from a dramatic and rousing speech, to a word of encouragement or even a kiss.	Variable
***"I have a Thing. It's like a plan, but with more greyness..."*:** Do the impossible, like create a beneficial paradox, bring someone back to life or reboot the universe. Gamemaster approval required.	9+

DOCTOR WHO

STORY POINTS 15

ATTRIBUTES

3	AWARENESS	○○○
3	COORDINATION	○○○
4	INGENUITY	○○○○
2	PRESENCE	○○
3	RESOLVE	○○○
3	STRENGTH	○○○

SKILLS

1	ATHLETICS	0	MEDICINE
0	CONVINCE	1*	SCIENCE
0	CRAFT	0	SUBTERFUGE
0	FIGHTING	0	SURVIVAL
1*	KNOWLEDGE	3*	TECHNOLOGY
0	MARKSMAN	1	TRANSPORT

TRAITS

Face in the Crowd, Run For Your Life!, Technically Adept*

Inexperienced, Unadventurous

STUFF

Nothing. Not a Sausage.

TL 5

CRAIG OWENS

PERSONAL GOAL

To marry his best friend Sophie, see the world and then settle down to a quiet life life of telly and take-out.

PERSONALITY

Craig is just this guy, you know? A seriously average bloke, who has simple needs and no over-arching ambitions for the world, he is none-the-less a loyal and devoted soul who, when push comes to shove and adventure is thrust upon him, will leave the couch and do what is right.

BACKGROUND

Craig was just an average bloke, with an average job and an average girl who seemed just out of his reach for anything more than friendship when the Doctor rented a room in his flat. The events that followed changed his life.

After almost being poisoned by alien 'damp,' finding out his new roommate was an alien, and risking his life (again) to deactivate a killer alien time ship perched, unnoticed, above his home, Craig found a new lease on life, got off his couch, declared his love and went off to see the world.

**Some of the Doctor's knowledge (imparted by telepathic headbutt) is still floating around Craig's head, giving him scraps of alien information and improved technical skills, including limited knowledge of the non-technological technology of the Lamestene...*

DOCTOR WHO

PLAYER NAME

CHARACTER NAME

CRAIG OWENS

EXTENDED ACTION SUMMARY

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Where is everyone and what is the environment like?

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c) Doers – non-combat actions. Need to fix something,or do something, now's the time to act!

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Remember, actions directed at another character can be resisted as they occur.

4. DO IT ALL AGAIN
If the Conflict isn't resolved, go back to Step 2 and decide what everyone is going to do next.

BASIC RULE

ATTRIBUTE + SKILL (+TRAIT) + TWO SIX SIDED DICE = RESULT

(TRY TO MATCH OR BEAT THE DIFFICULTY OF THE TASK)

LEVELS OF SUCCESS

ROLL	RESULT	DID YOU SUCCEED?	DAMAGE
9+ ABOVE	Fantastic!	Yes AND good things happen.	x1.5
4-8 ABOVE	Good	Yes.	x1
0-3 ABOVE	Success	Yes, BUT it's not all good.	x1/2
1-3 BELOW	Failure	No, BUT it's not all bad.	x1/2
4-8 BELOW	Bad	No.	x1
9+ BELOW	Disastrous!	No AND bad things happen.	x1.5

USING STORY POINTS

STORY USE	COST
***"You know how I sometimes have really brilliant ideas? Sorry..."*:** The Gamemaster gives you a subtle clue or some event occurs that nudges you in the right direction.	1 SP
***"Hold on tight. This is going to be a tricky one!"*:** Buy extra dice to add to your roll before you make it. The first SP spent earns 2 extra dice, each addtional SP after that earns a single die.	1+ SP
***"No TARDIS, no screwdriver and 2 minutes to spare..."*:** Bump your Level of Success or Failure up by one for each SP spent. Levels of Failure can only be bumped to an ordinary Success.	1 / Level
***"Healthy recovery in next to no time..."*:** Restore half (round up) of your Attribute levels that have been lost due to injury or losing a Conflict.	1
***"Is that how it works, Doctor?"*:** After being instructed, use a skill you don't have for a single scene, using the Skill rating of the person who instructs you, ignoring unskilled penalties, and adding your own attribute rating. You may not score higher than a Success on this roll.	1
***"Do you know what this phone is full of?"*:** Build a Gadget or use an existing Gadget's Story Points to use it in non-standard ways.	Variable
***"I could do with a ridiculous miracle..."*:** Make a minor change to the plot or story for your temporary advantage. Gamemaster approval required.	5+
***"You need to start trusting me..."*:** Donate some of your Story Points to another character in some manner from a dramatic and rousing speech, to a word of encouragement or even a kiss.	Variable
***"I have a Thing. It's like a plan, but with more greyness..."*:** Do the impossible, like create a beneficial paradox, bring someone back to life or reboot the universe. Gamemaster approval required.	9+

DOCTOR WHO

STORY POINTS 12

ATTRIBUTES

3	AWARENESS	○○○
4	COORDINATION	○○○○
3	INGENUITY	○○○
3	PRESENCE	○○○
4	RESOLVE	○○○○
4	STRENGTH	○○○○

SKILLS

2	ATHLETICS	1	MEDICINE
1	CONVINCE	0	SCIENCE
0	CRAFT	2	SUBTERFUGE
3	FIGHTING	3	SURVIVAL
0	KNOWLEDGE	1	TECHNOLOGY
3	MARKSMAN	1	TRANSPORT

TRAITS

Brave, Friends (Major - UNIT), Quick Reflexes, Tough, Voice of Authourity

Code of Conduct (Minor - Military Code), Obligation (Major - UNIT)

STUFF

Flak Jacket

9mm Pistol (Dmg 5)

Mobile Phone

TL 5

NAME:

PERSONAL GOAL

To serve the United Intelligence Taskforce, defending the Earth from alien and terrestrial threats.

MILITARY OPERATIONAL SPECIALITY

You recieved advanced training in one skill. Add +1 to one of your Skill Ratings.

DESCRIPTION

UNIT SOLDIER

DOCTOR WHO

PLAYER NAME

CHARACTER NAME

EXTENDED ACTION SUMMARY

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What is everyone (including the NPCs) planning to do?

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BASIC RULE

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(TRY TO MATCH OR BEAT THE DIFFICULTY OF THE TASK)

LEVELS OF SUCCESS

ROLL	RESULT	DID YOU SUCCEED?	DAMAGE
9+ ABOVE	Fantastic!	Yes AND good things happen.	x1.5
4-8 ABOVE	Good	Yes.	x1
0-3 ABOVE	Success	Yes, BUT it's not all good.	x1/2
1-3 BELOW	Failure	No, BUT it's not all bad.	x1/2
4-8 BELOW	Bad	No.	x1
9+ BELOW	Disastrous!	No AND bad things happen.	x1.5

USING STORY POINTS

STORY USE	COST
***"You know how I sometimes have really brilliant ideas? Sorry..."*:** The Gamemaster gives you a subtle clue or some event occurs that nudges you in the right direction.	1 SP
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DOCTOR WHO

STORY POINTS 12

ATTRIBUTES

4	AWARENESS	○○○○
2	COORDINATION	○○
5	INGENUITY	○○○○○
3	PRESENCE	○○○
4	RESOLVE	○○○○
2	STRENGTH	○○

SKILLS

0	ATHLETICS	1	MEDICINE
2	CONVINCE	4	SCIENCE
2	CRAFT	0	SUBTERFUGE
0	FIGHTING	0	SURVIVAL
3	KNOWLEDGE	3	TECHNOLOGY
0	MARKSMAN	2	TRANSPORT

TRAITS

Boffin, Photographic Memory, Technically Adept, Resourceful Pockets

Eccentric (Minor - Choose a Behaviour), Insatiable Curiosity

STUFF

Lab Coat

Pencil

Notebook

Smart Phone

TL 5

NAME:

PERSONAL GOAL

To discover the unknown and push back the boundaries of science.

DOCTORATE

Although you have a keen interest in all areas of science, you recieved your Doctorate in one particular area of expertise (Physics, Biology, Geology, etc., choose one). You recieve a +2 when making Science Skill rolls in the field of:

_____

DESCRIPTION

SCIENTIST

DOCTOR WHO

PLAYER NAME

CHARACTER NAME

EXTENDED ACTION SUMMARY

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BASIC RULE

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(TRY TO MATCH OR BEAT THE DIFFICULTY OF THE TASK)

LEVELS OF SUCCESS

ROLL	RESULT	DID YOU SUCCEED?	DAMAGE
9+ ABOVE	Fantastic!	Yes AND good things happen.	x1.5
4-8 ABOVE	Good	Yes.	x1
0-3 ABOVE	Success	Yes, BUT it's not all good.	x1/2
1-3 BELOW	Failure	No, BUT it's not all bad.	x1/2
4-8 BELOW	Bad	No.	x1
9+ BELOW	Disastrous!	No AND bad things happen.	x1.5

USING STORY POINTS

STORY USE	COST
***"You know how I sometimes have really brilliant ideas? Sorry..."*:** The Gamemaster gives you a subtle clue or some event occurs that nudges you in the right direction.	1 SP
***"Hold on tight. This is going to be a tricky one!"*:** Buy extra dice to add to your roll before you make it. The first SP spent earns 2 extra dice, each addtional SP after that earns a single die.	1+ SP
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***"You need to start trusting me..."*:** Donate some of your Story Points to another character in some manner from a dramatic and rousing speech, to a word of encouragement or even a kiss.	Variable
***"I have a Thing. It's like a plan, but with more greyness..."*:** Do the impossible, like create a beneficial paradox, bring someone back to life or reboot the universe. Gamemaster approval required.	9+

DOCTOR WHO

STORY POINTS 12

ATTRIBUTES

4	AWARENESS	○○○○
4	COORDINATION	○○○○
3	INGENUITY	○○○
5	PRESENCE	○○○○○
2	RESOLVE	○○
3	STRENGTH	○○○

SKILLS

1	ATHLETICS	0	MEDICINE
5	CONVINCE	0	SCIENCE
5	CRAFT	2	SUBTERFUGE
2	FIGHTING	0	SURVIVAL
0	KNOWLEDGE	1	TECHNOLOGY
0	MARKSMAN	1	TRANSPORT

TRAITS

Attractive, Charming, Lucky, Quick Reflexes

Eccentric (Minor - Choose a Behaviour), Distinctive, Impulsive, Selfish

STUFF

Musical Instrument (Choose one)

Stage Costume

Flippin' Great Wads of Cash (Earth TL5 only)

TL 5

NAME:

ROCK STAR

PERSONAL GOAL

You rose from homeless street thief to the top of the charts, but Earthly fame isn't enough. You want your music to ring out across time and space.

VIRTUOSO

You are a virtual musical polymath, but there is one instrument for which you are world renowned. Pick a single musical instrument or your voice. You recieve a +2 when making Craft Skill rolls to use it:

_____

DESCRIPTION

DOCTOR WHO

PLAYER NAME

CHARACTER NAME

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If the Conflict isn't resolved, go back to Step 2 and decide what everyone is going to do next.

BASIC RULE

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(TRY TO MATCH OR BEAT THE DIFFICULTY OF THE TASK)

LEVELS OF SUCCESS

ROLL	RESULT	DID YOU SUCCEED?	DAMAGE
9+ ABOVE	Fantastic!	Yes AND good things happen.	x1.5
4-8 ABOVE	Good	Yes.	x1
0-3 ABOVE	Success	Yes, BUT it's not all good.	x1/2
1-3 BELOW	Failure	No, BUT it's not all bad.	x1/2
4-8 BELOW	Bad	No.	x1
9+ BELOW	Disastrous!	No AND bad things happen.	x1.5

USING STORY POINTS

STORY USE	COST
***"You know how I sometimes have really brilliant ideas? Sorry..."*:** The Gamemaster gives you a subtle clue or some event occurs that nudges you in the right direction.	1 SP
***"Hold on tight. This is going to be a tricky one!"*:** Buy extra dice to add to your roll before you make it. The first SP spent earns 2 extra dice, each addtional SP after that earns a single die.	1+ SP
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***"Do you know what this phone is full of?"*:** Build a Gadget or use an existing Gadget's Story Points to use it in non-standard ways.	Variable
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***"You need to start trusting me..."*:** Donate some of your Story Points to another character in some manner from a dramatic and rousing speech, to a word of encouragement or even a kiss.	Variable
***"I have a Thing. It's like a plan, but with more greyness..."*:** Do the impossible, like create a beneficial paradox, bring someone back to life or reboot the universe. Gamemaster approval required.	9+

DOCTOR WHO

STORY POINTS 12

ATTRIBUTES

4	AWARENESS	○○○○
4	COORDINATION	○○○○
4	INGENUITY	○○○○
4	PRESENCE	○○○○
4	RESOLVE	○○○○
4	STRENGTH	○○○○

SKILLS

1	ATHLETICS	1	MEDICINE
1	CONVINCE	2	SCIENCE
0	CRAFT	2	SUBTERFUGE
2	FIGHTING	1	SURVIVAL
2	KNOWLEDGE	1	TECHNOLOGY
2	MARKSMAN	1	TRANSPORT

TRAITS

Lucky, Quick Reflexes, Run For Your Life!, Tough

Code of Conduct (Minor), Impulsive, Insatiable Curiosity, Obsession (Minor - Explore Ancient Ruins)

STUFF

Fedora

Leather Satchel

Bullwhip

Pistol

Notebook

Portable Archaeology Kit

TL 4

NAME:

PERSONAL GOAL

To explore the ruins of ancient civilizations, learn everything you can about them and then return their artefacts to a museum so others can learn about them as well.

PROFESSOR OF ARCHEOLOGY

You recieve a +2 when making Knowledge rolls pertaining to Earth History or Science rolls pertaining to Archaeology.

DESCRIPTION

ADVENTURING ARCHAEOLOGIST

DOCTOR WHO

PLAYER NAME

CHARACTER NAME

EXTENDED ACTION SUMMARY

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2. ESTABLISH INTENT
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4. DO IT ALL AGAIN
If the Conflict isn't resolved, go back to Step 2 and decide what everyone is going to do next.

BASIC RULE

ATTRIBUTE + SKILL (+TRAIT) + TWO SIX SIDED DICE = RESULT

(TRY TO MATCH OR BEAT THE DIFFICULTY OF THE TASK)

LEVELS OF SUCCESS

ROLL	RESULT	DID YOU SUCCEED?	DAMAGE
9+ ABOVE	Fantastic!	Yes AND good things happen.	x1.5
4-8 ABOVE	Good	Yes.	x1
0-3 ABOVE	Success	Yes, BUT it's not all good.	x1/2
1-3 BELOW	Failure	No, BUT it's not all bad.	x1/2
4-8 BELOW	Bad	No.	x1
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USING STORY POINTS

STORY USE	COST
***"You know how I sometimes have really brilliant ideas? Sorry..."*:** The Gamemaster gives you a subtle clue or some event occurs that nudges you in the right direction.	1 SP
***"Hold on tight. This is going to be a tricky one!"*:** Buy extra dice to add to your roll before you make it. The first SP spent earns 2 extra dice, each addtional SP after that earns a single die.	1+ SP
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DOCTOR WHO

STORY POINTS 12

ATTRIBUTES

3	AWARENESS	○○○
4	COORDINATION	○○○○
2	INGENUITY	○○
4	PRESENCE	○○○○
4	RESOLVE	○○○○
5	STRENGTH	○○○○○

SKILLS

5	ATHLETICS	0	MEDICINE
3	CONVINCE	0	SCIENCE
0	CRAFT	0	SUBTERFUGE
4	FIGHTING	1	SURVIVAL
1	KNOWLEDGE	0	TECHNOLOGY
0	MARKSMAN	1	TRANSPORT

TRAITS

Indomitable, Quick Reflexes, Run For Your Life!, Tough

Argumentative, Distinctive, Impulsive

STUFF

Team Uniform

Cleats (Dmg Str+2)

TL 5

NAME:

PERSONAL GOAL

Why travel through time and space? Well... it's a larf, innit?

BRAWLER

You've been in a fair number of scrums both on and off the field and you usually come out on top. You recieve a +2 on on your Convince Skill Rolls when using your size and strength to intimidate others and a +2 to unarmed fighting rolls (especially when fighting dirty or using improvised weapons, like barstools).

PRO FOOTBALLER

You recieve a +2 on all Athletics and Knowledge rolls pertaining to Football.

DESCRIPTION

THE FOOTBALLER

DOCTOR WHO

PLAYER NAME

CHARACTER NAME

EXTENDED ACTION SUMMARY

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(TRY TO MATCH OR BEAT THE DIFFICULTY OF THE TASK)

LEVELS OF SUCCESS

ROLL	RESULT	DID YOU SUCCEED?	DAMAGE
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0-3 ABOVE	Success	Yes, BUT it's not all good.	x1/2
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USING STORY POINTS

STORY USE	COST
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DOCTOR WHO

STORY POINTS 12

ATTRIBUTES

5	AWARENESS	○○○○○
3	COORDINATION	○○○
3	INGENUITY	○○○
5	PRESENCE	○○○○○
4	RESOLVE	○○○○
3	STRENGTH	○○○

SKILLS

0	ATHLETICS	0	MEDICINE
5	CONVINCE	0	SCIENCE
0	CRAFT	3	SUBTERFUGE
1	FIGHTING	1	SURVIVAL
3	KNOWLEDGE	1	TECHNOLOGY
1	MARKSMAN	1	TRANSPORT

TRAITS

Attractive, Charming, Friends (Major - Government, Military)

Adversary (Minor - Political Rivals), Dark Secret (Major), Owes Favour (Major - Choose)

STUFF

Suit & Tie

Mid-Level Security Clearance

Key (literal or metaphorical) to your Dark Secret.

TL 5

THE POLITICIAN

NAME:

PERSONAL GOAL

Changes with the mood of the electorate, but all such goals revolve around getting you elected to higher office.

SOLDIER STATESMAN

You entered politics after a distinguished career as a military officer and have experience and connections in both the military and government. You recieve a +2 to all Knowledge rolls pertaining to the military and politics of your country. Unfortunately, you also made enemies in your rise to power and have the *Adversay Trait* to represent a horde of petty bureaucrats and rival officers that can make life difficult for you.

DARK SECRET

Like most politicians, you have a skeleton in your closet, one that would destroy your political career and leave you shunned and possibly incarcerated. The Gamemaster will decide what this Dark Secret is.

STRINGS ATTACHED

You owe someone big time for your current position, a person who you would rather people did not know about.

DESCRIPTION

DOCTOR WHO

PLAYER NAME

CHARACTER NAME

EXTENDED ACTION SUMMARY

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BASIC RULE

ATTRIBUTE + SKILL (+TRAIT) + TWO SIX SIDED DICE = RESULT

(TRY TO MATCH OR BEAT THE DIFFICULTY OF THE TASK)

LEVELS OF SUCCESS

ROLL	RESULT	DID YOU SUCCEED?	DAMAGE
9+ ABOVE	Fantastic!	Yes AND good things happen.	x1.5
4-8 ABOVE	Good	Yes.	x1
0-3 ABOVE	Success	Yes, BUT it's not all good.	x1/2
1-3 BELOW	Failure	No, BUT it's not all bad.	x1/2
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9+ BELOW	Disastrous!	No AND bad things happen.	x1.5

USING STORY POINTS

STORY USE	COST
***"You know how I sometimes have really brilliant ideas? Sorry..."*:** The Gamemaster gives you a subtle clue or some event occurs that nudges you in the right direction.	1 SP
***"Hold on tight. This is going to be a tricky one!"*:** Buy extra dice to add to your roll before you make it. The first SP spent earns 2 extra dice, each addtional SP after that earns a single die.	1+ SP
***"No TARDIS, no screwdriver and 2 minutes to spare..."*:** Bump your Level of Success or Failure up by one for each SP spent. Levels of Failure can only be bumped to an ordinary Success.	1 / Level
***"Healthy recovery in next to no time..."*:** Restore half (round up) of your Attribute levels that have been lost due to injury or losing a Conflict.	1
***"Is that how it works, Doctor?"*:** After being instructed, use a skill you don't have for a single scene, using the Skill rating of the person who instructs you, ignoring unskilled penalties, and adding your own attribute rating. You may not score higher than a Success on this roll.	1
***"Do you know what this phone is full of?"*:** Build a Gadget or use an existing Gadget's Story Points to use it in non-standard ways.	Variable
***"I could do with a ridiculous miracle..."*:** Make a minor change to the plot or story for your temporary advantage. Gamemaster approval required.	5+
***"You need to start trusting me..."*:** Donate some of your Story Points to another character in some manner from a dramatic and rousing speech, to a word of encouragement or even a kiss.	Variable
***"I have a Thing. It's like a plan, but with more greyness..."*:** Do the impossible, like create a beneficial paradox, bring someone back to life or reboot the universe. Gamemaster approval required.	9+

DOCTOR WHO

STORY POINTS 10

ATTRIBUTES

3	AWARENESS	○○○
7	COORDINATION	○○○○○○○
4	INGENUITY	○○○○
2	PRESENCE	○○
2	RESOLVE	○○
2	STRENGTH	○○

SKILLS

3	ATHLETICS	0	MEDICINE
0	CONVINCE	1	SCIENCE
1	CRAFT	5	SUBTERFUGE
0	FIGHTING	1	SURVIVAL
0	KNOWLEDGE	3	TECHNOLOGY
1	MARKSMAN	2	TRANSPORT

TRAITS

Alien, Boffin, Shapeshift (Special)

Adversay (Minor - Your Own Race), Cowardly, Outcast (Homeworld)

STUFF

Electronic Lockpick

Engineer's Mate

TL 7

THE ALIEN

PERSONAL GOAL

Stay alive.

BACKSHOOTER

You don't like having to face your opponents, prefering to deal with them when their back is turned. You recieve a +2 to your Marksman rolls when you catch your target unaware.

BACKGROUND

DOCTOR WHO

PLAYER NAME

CHARACTER NAME

PREGEN NAME

EXTENDED ACTION SUMMARY

1. ESTABLISH THE SCENE
Where is everyone and what is the environment like?

2. ESTABLISH INTENT
What is everyone (including the NPCs) planning to do?

3. TAKE ACTIONS
Everyone gets their Action (including the NPCs), in order of what they're planning on doing:

a) Talkers – any people who are just going to speak? Now's their time to talk.

b) Runners – people who are just moving? Here's when they go!

c) Doers – non-combat actions. Need to fix something,or do something, now's the time to act!

d) Fighters – combat actions go last.

Remember, actions directed at another character can be resisted as they occur.

4. DO IT ALL AGAIN
If the Conflict isn't resolved, go back to Step 2 and decide what everyone is going to do next.

BASIC RULE

ATTRIBUTE + SKILL (+TRAIT) + TWO SIX SIDED DICE = RESULT

(TRY TO MATCH OR BEAT THE DIFFICULTY OF THE TASK)

LEVELS OF SUCCESS

ROLL	RESULT	DID YOU SUCCEED?	DAMAGE
9+ ABOVE	Fantastic!	Yes AND good things happen.	x1.5
4-8 ABOVE	Good	Yes.	x1
0-3 ABOVE	Success	Yes, BUT it's not all good.	x1/2
1-3 BELOW	Failure	No, BUT it's not all bad.	x1/2
4-8 BELOW	Bad	No.	x1
9+ BELOW	Disastrous!	No AND bad things happen.	x1.5

USING STORY POINTS

STORY USE	COST
***"You know how I sometimes have really brilliant ideas? Sorry..."*:** The Gamemaster gives you a subtle clue or some event occurs that nudges you in the right direction.	1 SP
***"Hold on tight. This is going to be a tricky one!"*:** Buy extra dice to add to your roll before you make it. The first SP spent earns 2 extra dice, each addtional SP after that earns a single die.	1+ SP
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